

Bambuzle

Game Instructions



Requirements

Bambuzle is designed to run on the Archimedes and BBC A3000 range of machines. Machines require at least 1 MB of ram.

Loading

To load Bambuzle you must be in the desktop, type *DESKTOP if necessary. Insert the disc into drive 0 and click on the drive 0 icon. When the contents of the disc are displayed double click on the Bambuzle icon. The game will now load.

Game Rules

The object of the game is to fill all the pods on each screen before your time runs out. To fill a pod, you need to trap four balls of the same colour in each pocket. When a pod is successfully filled, the balls explode and a dent appears in the centre of the pod. Fill all the pods on each screen to move onto the next level.

If a pocket is occupied and another ball is fired into it, both balls are destroyed. However, moving balls may cross each other along the lanes between pods.

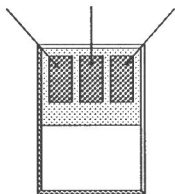
A cracked tile only allows balls of that colour to go through; a ball of any other colour will bounce back. Full coloured tiles will change the colour of any ball passing through, to the colour of that tile.

The colour of the next ball to be released is indicated by the icon in the bottom right hand corner of the screen. At the end of each level, bonus time points are awarded, depending on how much time remained at the end of the completed level.

Controls

Bambuzle is designed to operate with the standard 3 buttoned Acorn mouse. In the following game description the mouse buttons are referred to as follows :

Select Menu Adjust



The Main Menu

Use **SELECT** and **ADJUST** to move up and down a level.
Use **SELECT** for the other options.

Mouse Pointer

The shape indicates the current method of input.

A 'Mouse' shape - computer is waiting for mouse click.

A 'Letter K' shape - computer is expecting keyboard input.

A 'Cross' shape - For option selection and game.

Mouse Buttons

SELECT during game will fire a ball out of its pocket.

ADJUST during game will rotate the pod through 90 degrees.

Other Keys

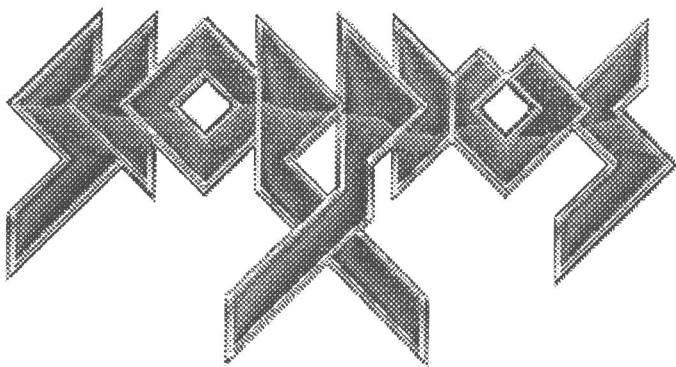
'Q' - during game will quit level.

'Function 12' - during Main Menu will exit to desktop.

High Density Discs

Arxe Systems intend to release all versions of their games on high density media formats. Low density versions of the games will not operate correctly on high density systems. These versions will incorporate extra features such as bonus sounds and graphics, due to the increased space available on high density formats. In order to use high density versions you will require either an A5000 computer system or a BBC A3000 or Archimedes upgraded with the Arxe high density interface board. For further details please write to the address below or ring.

Coming this Winter



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